

June 2021**COVID-19 Impact on Leisure: One Year Later - US**

“The circumstances of the pandemic afforded many people an increase in leisure time, but COVID-19 risks prevented most from enjoying their leisure time away from home. As a result, consumers filled their hours with paid television and streaming content, culinary adventures and game playing. As summer arrives, rising vaccination rates ...

April 2021**Family Entertainment - US**

“Families are an engaged audience and are looking for entertainment they can enjoy together in every form. They want a balance of digital and analog entertainment while cooped up at home, and they are eager to return to out-of-home entertainment activities as soon as it feels safe. With the weight ...